Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective January 1, 2003 CLAIMS AS FILED - PART I **SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [OR SMALL ENTITY TOTAL CLAIMS RATE FEE RATE FEE FOR NUMBER FILED NUMBER EXTRA BASIC FEE 375.00 BASIC FEE 750.00 OR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X42 =X84= OR MULTIPLE DEPENDENT CLAIM PRESENT +140= +280= OR If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) SMALL ENTITY OR SMALL ENTITY (Column 2) (Column 3) CLAIMS HIGHEST ADDI-REMAINING ADDI-NUMBER PRESENT RATE TIONAL RATE AFTER PREVIOUSLY TIONAL **EXTRA** AMENDMENT PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X42= X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +140= +280= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT AFTER PREVIOUSLY RATE TIONAL RATE **EXTRA** TIONAL **AMENDMENT** PAID FOR FEE FEE Total

		(Column 1)		(Column 2)	(Column 3)
AMENDMENTC		CLAIMS REMAINING AFTER AMENDMENT	Marie en	HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	Total		Minus	**	s .
	Independent	*	Minus	***	•
	FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

Minus

Minus

FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM

* If the entry in column 1 is less than the entry in column 2, write "0" in column 3.
** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ***If the "Highest Number Previously Pald For" IN THIS SPAGE is less than 3, enter "3."

ADDI-ADDI-RATE TIONAL RATE TIONAL FEE FEE X\$ 9= X\$18= OR X42= X84= OR +140= +280= OR TOTAL. TOTAL OR ADDIT. FEE ADDIT, FEE

X\$18=

X84=

+280=

ADDIT. FEE

TOTAL

OR

OR

OR

OR

X\$ 9=

X42 =

+140=

ADDIT, FEE

TOTAL

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

AMENDMENT

0

AMENDMENT

Independent